AFL PREMIERSHIP 2005

OFFICIAL AFL

POWERED BY: gamespy

SONY COMPUTER ENTERTAINMENT®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and POWERLINE Nos.

SCES-53449/ANZ

1- 2 Players • Memory Card (8MB) (for PlayStation®2) : 2335KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible • Multitap (for PlayStation®2) Adaptable: 1 – 4 Players • Network Adaptor (Ethernet) (for PlayStation®2) Compatible 1 - 4 Players • EyeToy® USB Camera (for PlayStation®2) Compatible

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AFL PREMIERSHIP 2005

ENGLISH

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/⏻ indicator on the front of the console is lit up red. Press the I/⏻/RESET button and the I/⏻ indicator will light up green.

Press the ⏏ button on the console front to open the disc cover and place the **AFL PREMIERSHIP 2005** disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. **AFL PREMIERSHIP 2005** will then commence loading. It is advised that you do not insert or remove accessories once the power is on.

The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

Owners of SCPH-30000 and SCPH-50000 series PlayStation®2 consoles should refer to the setup instructions supplied with the console.

MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your console. You can load saved game data from the same Memory Card or any Memory Card containing previously saved games. Make sure there is enough free space on your Memory Card before commencing play. Any previously saved game settings are auto-loaded on boot-up.

Before playing online, a valid "Your Network Configuration" file must be saved to the Memory Card using either the Network Access Disc or the Network Configuration utility available within the game or from another software title.

NETWORK ADAPTOR (Ethernet) (for PlayStation®2)

For PlayStation®2 models other than the PlayStation®2 console, product code SCPH-70001, a Network Adaptor (Ethernet) (for PlayStation®2) (sold separately) is also required to play online. Install the Network Adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual.

AFL PREMIERSHIP 2005 online must be played over a Broadband Internet connection (DSL, cable modem, or higher speeds).

CAUTION: ensure your console is switched off and that you have disconnected the AC power cable before adding any network equipment to the console.

USING A MULTITAP (for PlayStation®2)

PLEASE NOTE: in this manual, the term "Multitap" is used to describe the Multitap (for PlayStation®2) - (product code SCPH-10090E). This product does not support the Multitap - (product code SCPH-1070 E) designed for use with PlayStation® and PlayStation® (PS one®) format software.

AFL PREMIERSHIP 2005 automatically detects the number of controllers inserted into the console. Up to four players can participate if a Multitap is inserted. A Multitap should be inserted into controller port 2 of the console, and a controller into controller port 1 of the console. Any other controllers should be inserted sequentially into controller port 2-A, controller port 2-B and controller port 2-C of the Multitap.

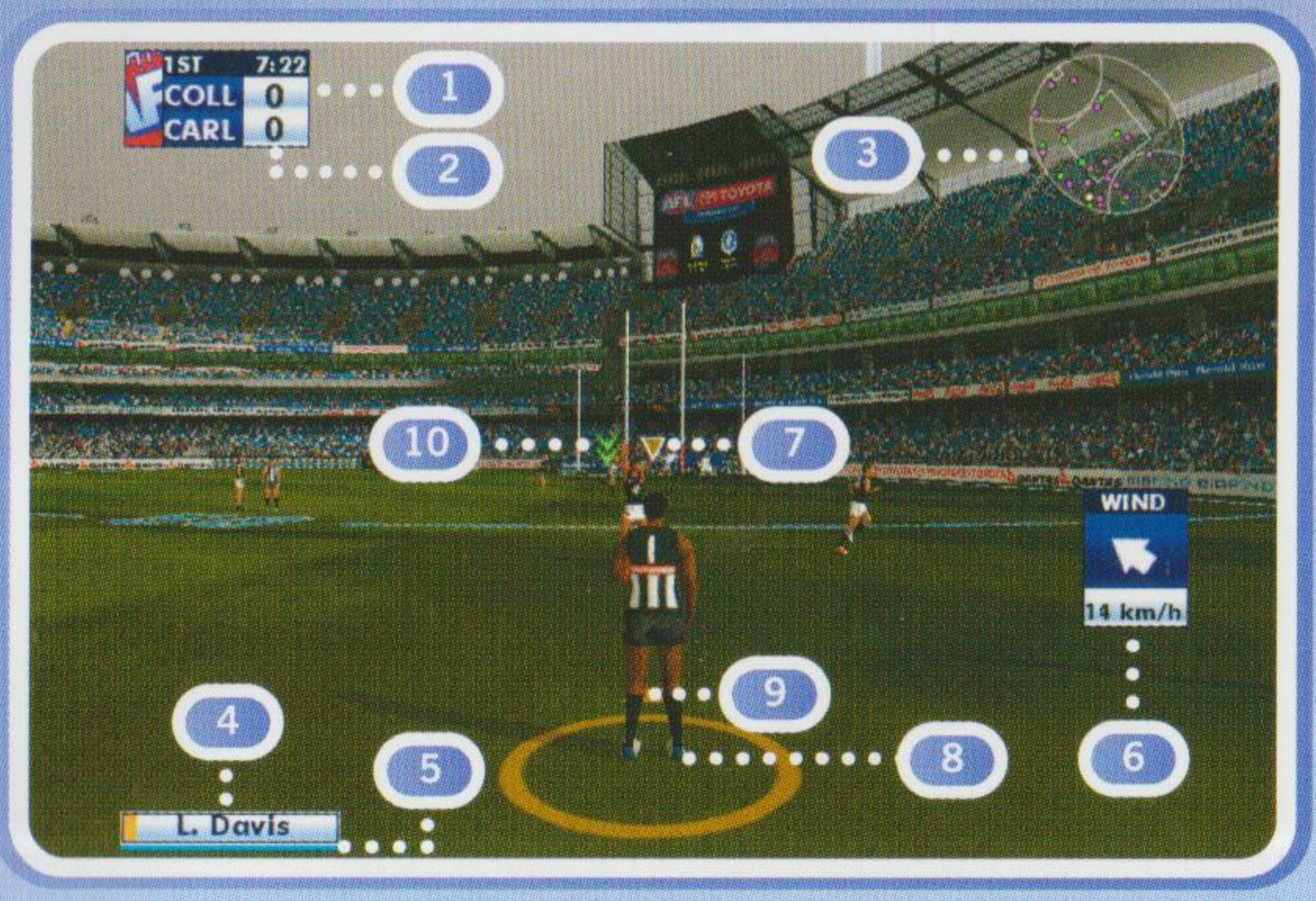
DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick, unless stated otherwise. The Analog Controller (DUALSHOCK®2) will default to ANALOG mode (indicator: red) upon boot-up.

USING MENU SCREENS

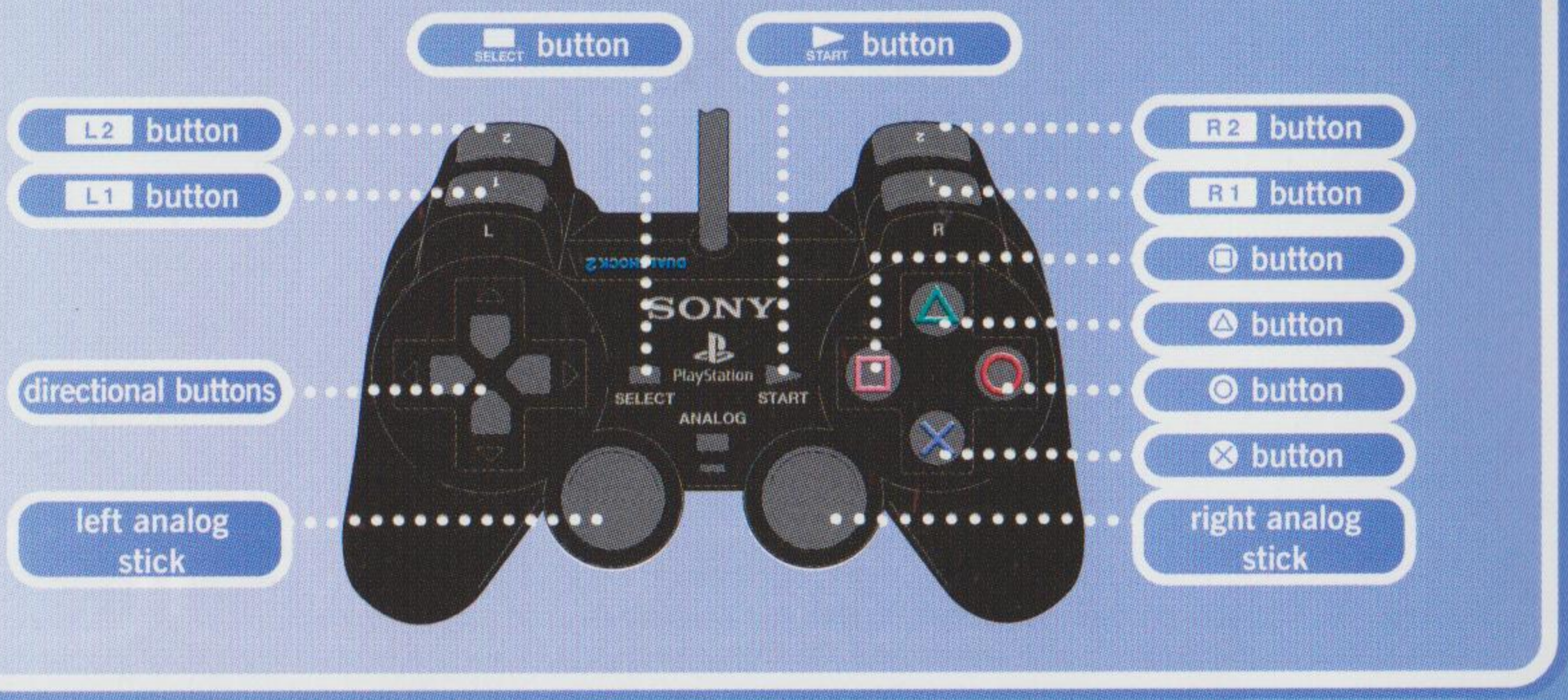
Unless otherwise indicated, press the ↑ or ↓ directional buttons to highlight an option, and press the ← or → directional buttons to cycle through settings. To select an option or proceed to the next menu screen, press the ✕ button, and press the △ button to return to the previous menu screen.

THE GAMESCREEN



1. Home score
2. Away score
3. Radar
4. Player name
5. Stamina
6. Wind strength and direction
7. Selected player
8. Player in possession
9. Player in possession's direction to goal
10. Leading players

MATCH CONTROLS



BASIC CONTROLS

⬆, ⬇, ⬅, ➡	Move player
left analog stick	Move player
■ button	Select player
● button	Handball/punch/tackle
✕ button	Kick/mark/tap
▲ button	Bump/evade
L1 button	Sprint/play on
R1 button	Kick/mark/aggression modifier
START button	Pause

ADVANCED CONTROLS

In possession of the ball during open play (attacking):

✕ button (tap)	Stab pass
✕ button (hold)	Drop punt
✕ button (hold) + R1 button (hold)	Torpedo
✕ button (double tap)	Chip kick
✕ button (hold) + left analog stick	Snap kick in direction indicated by the left analog stick
● button (tap)	Handball
▲ button (tap)	Evade tackle

Without possession of the ball during open play (defending):

● button (tap)	Tackle
✕ button (hold)	Kick off ground
● button (hold)	Tap along ground
■ button (tap)	Switch player
▲ button (tap)	Bump
L1 button (hold)	Turbo
R1 button (hold)	Aggression

Contesting a ruck:

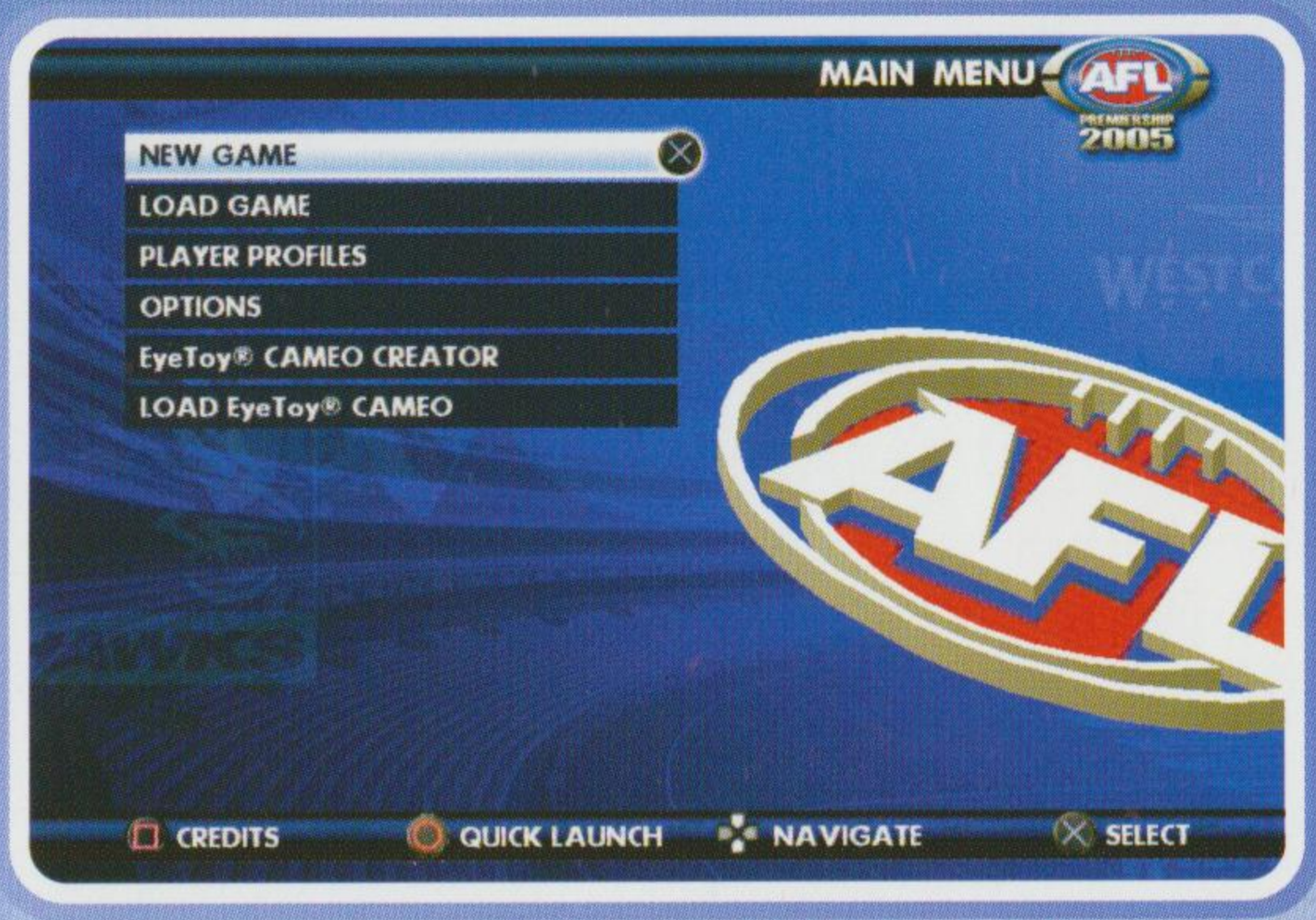
◎ button (tap)	Punch
⊗ button (tap)	Tap

For the greatest chance of success, press the required button when the indicator is within the white zone.

Contesting a mark:

◎ button (tap)	Punch
⊗ button (tap)	Mark
⊗ button (tap) + R1 button (hold)	Speccie

MAIN MENU



New Game — Play a single match, begin a new season, or play an online or LAN-based multiplayer game

Load Game — Load season progress previously saved to Memory Card

Player Profiles — View player statistics from a previously saved profile, or create a new player profile

Options — Adjust a variety of in-game settings. See the "Options Menu" section of this manual for more information

EyeToy® Cameo Creator — Create an EyeToy® Cameo image that can be assigned to a player during matches. See the "EyeToy® Cameo" section of this manual for further information

Load EyeToy® Cameo — Load a previously saved EyeToy® Cameo image. See the "EyeToy® Cameo" section of this manual for further information

QUICKSTART

To get into the action as soon as possible, press the ○ button on the Main Menu. The Quick Launch Menu will be displayed; up to four players can be assigned to either team provided sufficient controllers are inserted. Select the teams that will contest the match, and then select the stadium, weather and time of day. When all settings have been satisfactorily adjusted, press the ✕ button to begin the match.

SINGLE GAME

To head out on to the ground for a single game of footy, select "Single Game" from the New Game Menu. On the Select Teams screen, press ↑ or ↓ to select either the home or away team, and press ← or → to cycle through the different available teams. When the teams have been chosen, press the ✕ button to confirm the selection.

Adjust the match conditions by choosing a venue, time of day and weather, and press the ✕ button to proceed. Up to four players can be assigned to either the home or away team by pressing ← or → on each Analog Controller (DUALSHOCK®2). Each player can select a profile, if required, by pressing ↑ or ↓ to cycle through any profiles saved to Memory Card.

PRE-MATCH MENU

Before the match begins, the line-ups for both teams can be altered by selecting the appropriate "Team Setup" option. Various settings can be adjusted by selecting "Options" – see the "Options" section of this manual for more information. To begin the game, select "Start Match".

TEAM SETUP

STATISTICS

Select "Team Roster" to view detailed statistics on each member of the selected team, including physical attributes and skill levels. Abbreviations of each attribute are explained in the following table:

POS	Position	**MRK**	Marking
AGE	Age	**HBL**	Handballs
HGT	Height	**KCK**	Kicking
WGT	Weight	**SPD**	Speed
TCK	Tackling	**STA**	Stamina

MATCH LINE-UP

Select "Match Line-up" to view and adjust the starting line-up of players for the next match. The starting 22 players are displayed in position – to view the reserves, press the ◉ button. When a player is highlighted his attributes will be displayed, along with the name and attributes of his direct opponent on the other team.

The various positions are abbreviated as follows:

B	Backs	**LHB**	Left half back
HB	Half backs	**RW**	Right wing
C	Centres	**LW**	Left wing
HF	Half forwards	**RHF**	Right half forward
F	Forwards	**CHF**	Centre half forward
FOL	Followers	**LHF**	Left half forward
INT	Interchange	**RFP**	Right forward pocket
RBP	Right back pocket	**FF**	Full forward
FB	Full back	**LFP**	Left forward pocket
LBP	Left back pocket	**RU**	Ruck
RHB	Right half back	**RO**	Rover
CHB	Centre half back	**R/R**	Ruck rover

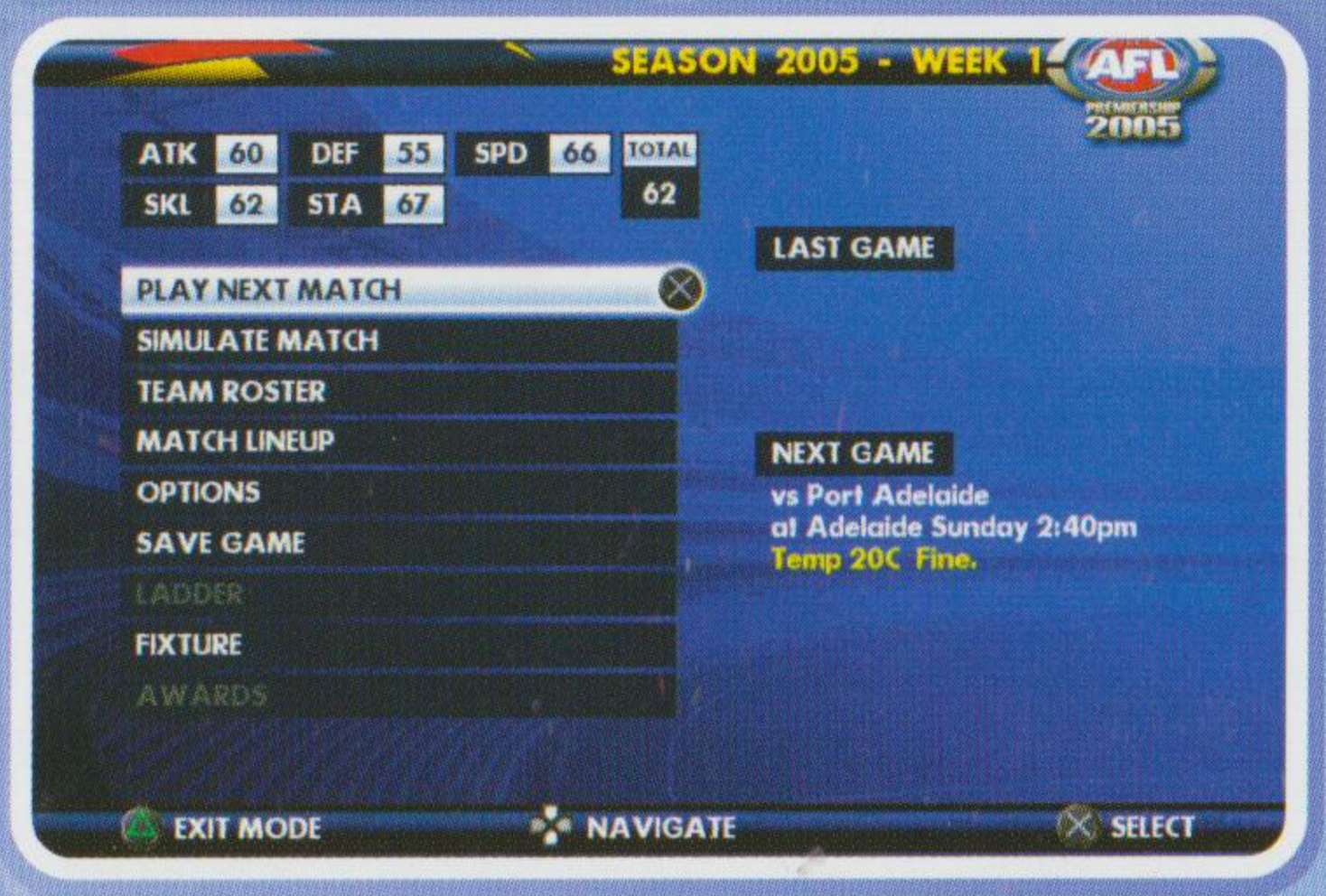
To swap two players' positions, highlight the first player and press the ⊗ button to select him, then highlight the player to be swapped with and press the ⊗ button again. To swap a player out of the first team and bring in a reserve, select the player by pressing the ⊗ button, then press the ◉ button to alternate between the starting line-up and the reserves, and select the second player.

To assign a previously saved EyeToy® Cameo mask to any player in the squad, highlight the required player and press the ▣ button to access the Player Details Menu, then press ⬅ or ➡ to cycle through any available EyeToy® Cameo masks.

NOTE: before an EyeToy® Cameo image can be assigned on the Player Details Menu, it must be loaded by selecting "Load EyeToy® Cameo" from the Main Menu.

SEASON MODE

To begin a new season, select "Season" from the New Game Menu. Press ⬅ or ➡ to cycle through the available teams – team information, history and overall ability levels will be displayed. Press the ⊗ button to confirm selection and begin the season.



Play Next Match Take part in the team's next fixture

Simulate Match Simulate the team's next match – the final score will be displayed on the Results screen

Team Roster View the entire team list

Match Line-up View player attributes and adjust the starting line-up for the next match

Options Adjust a variety of settings. See the "Options" section later in this manual for further information

Save Game Save season progress to Memory Card

Ladder View the current standings

Fixture View the match schedule for the current competition

Awards View the status of any media awards, such as the Brownlow Medal and the Coleman Medal

After selecting "Play Next Match" up to four players can be assigned to the selected team by pressing ⬅ on each Analog Controller (DUALSHOCK®2). Each player can select a profile, if required, by pressing ⬆ or ⬇ to cycle through any profiles saved to Memory Card.

RESULTS

Following the end of each match, the results of all of the week's matches will be displayed. Press the ◉ button to alternate between the Results screen and the Round Summary screen, which displays any injuries and reports. To proceed to the Season Menu for the following week, press the ⊗ button.

TRIBUNALS

Continually aggressive tackles and rough play in the game can lead to a player being reported by the Match Review Panel. If the Panel makes a charge, the player can accept the charge and plead guilty, or choose to contest the charge before the Tribunal. If a player is found guilty or pleads guilty they will receive demerit points based on the severity of the penalty. Penalties can range from one to eight weeks, depending on any previous charges.

An early guilty plea will result in a more lenient penalty for the particular offence and for future offences. A player will carry demerit points after the date they are allocated and they will be taken into consideration if any subsequent charges are made.

INJURIES

During matches a red cross will be displayed above the head of any injured player. Injured players should be interchanged as soon as possible. The severity of the player's injury will determine how long they will be unable to feature in the squad, and this will be displayed on the Round Summary screen following the match. Injured players may be unavailable for up to six months, though minor injuries can require as little as one week's convalescence.

POST-SEASON

At the end of a season, players can elect to continue on to a new season. The option to begin the next season will be displayed on-screen. Before the new season begins, each team can try to improve their line-up by trading players and taking part in the draft. As younger players age, their attributes may increase, whilst older players may retire from the game.

RETIRED PLAYERS

When a season ends, any players that are retiring from the game will be displayed. These players are no longer part of their squads, and can not be selected or traded.

PLAYER TRADING

The trading period occurs shortly after the end of the season and allows clubs to trade players to other clubs in exchange for players, draft selections or a combination of both. Trades can be instigated by looking through the team lists and selecting a player. Other teams will also suggest trades, which can be accepted or rejected.

DELISTING

Heading into the AFL draft, teams can have no more than 35 players on their list. Several players will need to be delisted to make room for new players.

THE DRAFT

During the draft, poorly achieving clubs are given the first pick of the best new talent so they can try and improve their squads. Each club is allocated a number of draft selections, with the club that finished the season last on the ladder obtaining the first selection. Clubs that finish a season with fewer than five wins may also receive a priority draft pick, allowing them an extra pick before the first round of the draft begins.

ONLINE AND LAN PLAY

To take on other footy fans online, select "New Game" from the Main Menu, and then select "Online". Any previously saved "Your Network Configuration" files present on the Memory Card inserted in MEMORY CARD slot 1 will be displayed. Select a "Your Network Configuration" file to use that configuration, or select "Network Configuration Utility" to create a new "Your Network Configuration" file. See the information included on the Network Access Disc and in the Network Access Disc Instruction Manual for more details about setting up a network connection.

NOTE: players can also play multiplayer games by connecting two or more consoles via LAN connectivity. Select "New Game" from the Main Menu, and then select "LAN" to begin a LAN session. The following instructions apply to both Online and LAN play.

SIGNING IN

When a valid "Your Network Configuration" file has been selected, the Dynamic Network Authentication System (DNAS) agreement will be displayed. Read the agreement, pressing ➡ to scroll through all four pages, and then press the ⊗ button to accept the agreement and proceed.

On the Assign Controls screen, press ⬆ or ⬇ to highlight a controller and press ➡ to cycle each required controller from "none" to "ready". At least one Analog Controller (DUALSHOCK®2) must be assigned.

Press the ▣ button to "Sign In" using a GameSpy profile. Any GameSpy profiles previously saved to the Memory Card inserted in MEMORY CARD slot 1 will be displayed. Either highlight a profile and press the ⊗ button to select it, or press the ▣ button and enter the required details using the virtual keyboard to create a new GameSpy profile. The details of a pre-existing GameSpy profile can also be entered. Newly-created profiles can be saved to Memory Card. To delete an existing profile, highlight the profile on the Account Setup screen and press the ◎ button.

Alternatively, press the ◎ button on the Account Setup screen to select "Quick Login". Simply enter a nickname to use for the duration of the online session, then press the ⊗ button on the Account Setup screen to proceed.

NOTE: when setting up a LAN session, only "Quick Login" can be selected.

CREATING AN ONLINE GAME

Select "Create Game" to create an online session. Enter a name for the session and select the maximum number of players (from two to four). Select "Start" to proceed to the Lobby. In the Lobby, select the stadium, weather, time of day, quarter length and the skill level of any AI-controlled players by selecting "Game Settings". To adjust camera, audio and other game settings, select "Options". Some settings, such as length of game, are chosen by the host, and these choices will apply to all players throughout the game. The teams that will contest the match can be chosen by selecting "Select Teams". Press ⬅ or ➡ in the Lobby to choose whether to play on Team 1 or Team 2, or to view the action as a spectator. When sufficient players have joined the session, select "Launch Game" to begin.

JOINING AN ONLINE GAME

Select "Find Game" to search for a session to join. The list of sessions can be filtered according to quarter length and game status; adjust any filter settings, then press the ✕ button to display the session list. Highlight a session to see details of the various game settings, and press the ✕ button to select a session and proceed to the Lobby. When viewing the session list, press the ○ button to refresh the list, to ensure that the displayed details are up-to-date.

Press the □ button on the Game Search Filters screen to view and maintain an online "Buddy List". From the "Buddies" screen a list of current buddies can be viewed, along with any buddy messages and the status of any buddy requests. Lists of players, including those recently competed against, can be viewed, and buddy requests can be made.

In the Lobby, press ← or → to choose whether to play on Team 1 or Team 2, or to be a spectator for the next match. When sufficient players have joined the session, the host will choose to launch the game, and a timer will count down to indicate that the game is about to begin.

After all online games, players will return to the Lobby. Another game can be set up by the host, if desired. Alternatively, press the △ button to leave the session.

PLAYER PROFILES

Player profiles record various user statistics, such as number of games completed, most goals scored in a game and longest winning streak. The result of a game will only affect profile records if a profile is selected on the Assign Controls screen prior to the match.

Select "Player Profiles" on the Main Menu to view a list of any previously saved profiles. Highlight a profile and press the ✕ button to view statistics for that profile. To create a new profile, highlight an empty slot and press the ○ button, then enter a name for the profile. To save a newly-created profile, select "Save Settings" from the Options Menu. To delete a profile, highlight the profile and press the □ button.

OPTIONS

CONTROLS

Turn the vibration function of each Analog Controller (DUALSHOCK®2) ON or OFF.

CAMERA

Change the default camera angle and zoom level, and adjust replay settings.

VISUALS

Turn various elements of the in-game on-screen display ON or OFF.

GAME

Switch Player — If "Auto" is selected, control will automatically switch to the player nearest the ball or in possession. If "Manual" is selected, player control is only switched when the ● button is pressed

Difficulty — Adjust the difficulty level; choose from Easy, Normal or Hard

Quarter Length — Adjust the length of each quarter

Umpire — Set the strictness of the umpire; choose from Lenient, Moderate or Strict

Injuries — Turn player injuries ON or OFF

Input Assist — Provides automatic assistance with tackles and marks (intended for new players)

Direction Assist — Turn Direction Assist ON to automatically aim kicks towards the centre of the goal. This makes scoring easier, particularly when the camera angle is set to "Side"

SOUND

Adjust the volume of in-game music, commentary and sound effects.

LOAD DEFAULTS

Return all options to their default settings.

LOAD SETTINGS

Load settings previously saved to Memory Card.

SAVE SETTINGS

Save the current settings to Memory Card. Selecting "Save Settings" will also save any newly-created profiles.

EyeToy® CAMEO

EyeToy® Cameo puts **AFL PREMIERSHIP 2005** fans into the game like never before, by creating a realistic facial image of the player using the EyeToy® USB Camera (for PlayStation®2).

To create an EyeToy® Cameo image, select "EyeToy® Cameo Creator" from the Main Menu, and follow the on-screen prompts. A Memory Card with sufficient free space is required to save an EyeToy® Cameo image.

Select "Load EyeToy® Cameo" from the Main Menu to load an EyeToy® Cameo image previously saved to Memory Card. Any loaded images can be assigned to players on the Match Line-up Menu.

PLEASE NOTE: an EyeToy® USB Camera (for PlayStation®2) is required to use the EyeToy® Cameo Creator.

USING THE EyeToy® USB Camera (for PlayStation®2)

Holding the USB connector for the EyeToy® USB Camera (for PlayStation®2) with the USB symbol facing up, securely insert the USB connector into either USB connector on the front of the console. The LED power indicator (blue) on the front of the EyeToy® USB Camera (for PlayStation®2) should light up blue to indicate that the EyeToy® USB Camera (for PlayStation®2) is now ready to use. If you encounter difficulties, refer to the instruction manual for the EyeToy® USB Camera (for PlayStation®2).

Place the EyeToy® USB Camera (for PlayStation®2) on top of, or immediately below your television and stand back between 1.5 metres and 2.0 metres.

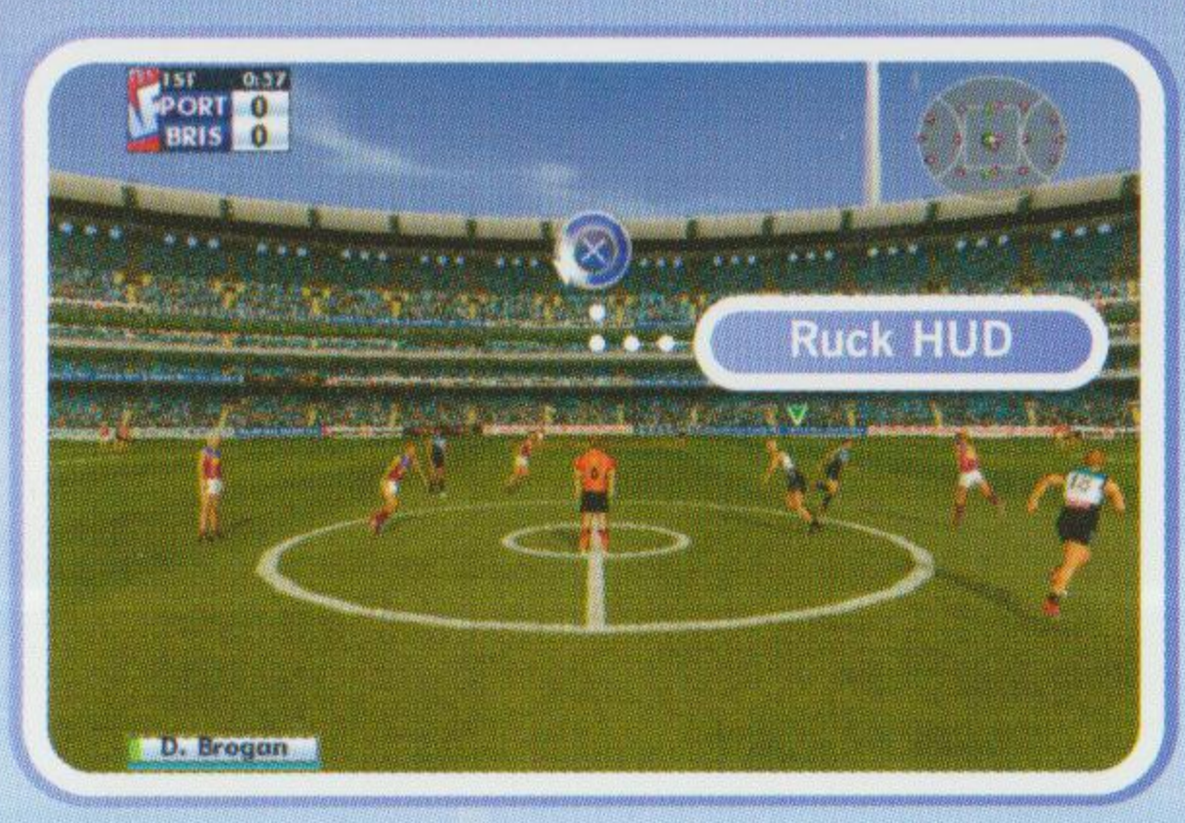
Rotate the manual focus ring to focus the camera lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy® USB Camera (for PlayStation®2) for extra elevation. Alternatively, swivel the camera base around to reposition the EyeToy® USB Camera (for PlayStation®2). Players of different heights should tilt the angle of the EyeToy® USB Camera (for PlayStation®2) for extra convenience. DO NOT move the whole EyeToy® USB Camera (for PlayStation®2), just tilt it gently.

PAUSE MENU

Resume Match	Return to the action
Instant Replay	View a replay of recent action
Team Setup	Adjust the team line-up and strategy
Options	Adjust in-game options and camera, audio and display settings
Statistics	View match statistics for each team, including the number of goals, behinds and marks
Assign Controls	Re-assign controllers
Quit Match	Quit the match and return to the Main or Season Menu

PLAYING THE GAME

CENTRE BOUNCE, BOUNDARY THROW-IN OR BALL-UP



As the umpire bounces or throws up the ball, the "Ruck HUD" will appear. The ruck is won by the player who manages to stop their indicator closest to the white sector on the HUD by pressing either the ⊗ button or the ◉ button. Press the ⊗ button to tap the ball, and press the ◉ button to punch the ball. Direct the ball to a team-mate by holding the left analog stick in the desired direction as the ⊗ button or the ◉ button is released.

To control a player other than the ruckman during a ruck contest or centre bounce, press the ■ button before the Ruck HUD is displayed. The ✕ button or the ● button should still be pressed at the correct time to contest the ruck and have the ball tapped toward the selected player.

TACKLING

Press the ● button within a metre of an opposing player in possession of the ball to attempt a tackle. Tackles can be attempted even when the target is about to make a kick or handpass, and players can tackle from any direction as long as they are facing the player with the ball.

Hold down the R1 button and press the ● button to make an aggressive tackle. Aggressive tackles have a greater chance of success, but are more likely to be penalised by the umpire and may even result in the player being called before the match review panel for rough play (Season Mode only).

BUMPS

To bump another player off the ball or to bump an opponent aside to help a team mate, press the ▲ button when approaching an opponent. Players that bump opponents that are more that five metres from the ball are liable to concede a free kick.

Aggressive bumps can be made by holding the R1 button and then pressing the ▲ button. Like aggressive tackles, aggressive bumps are more effective, but more likely to be penalised.

KICKING

Kick power bar

When in possession, hold the ✕ button to begin kicking the ball. The kick power bar will be displayed: the longer the button is held, the further the ball will travel. Direct the kick by pressing the left analog stick in the required direction, and release the ✕ button to perform the drop punt.

STAB KICK

Tap the ✕ button to kick a short, low and fast stab pass, travelling 15-25 metres.

TORPEDO KICK

Hold the R1 button and press the ✕ button to kick a torpedo, a long, high kick.

CHIP KICK

Tap the ✕ button twice to kick a short, high pass travelling 15-25 metres forward.

KICK OFF GROUND

Hold the ⊗ button whilst approaching a loose ball to kick the ball along the ground for a distance of 15-25 metres.

SHOTS AT GOAL

When taking a shot at goal the accuracy of the kick depends on the strength and direction of the wind and the orientation of the player in relation to the goal. Align the player's kicking direction to take the wind into account before kicking.

HANDBALLS

To perform a handball, press the ◉ button. The duration that the ◉ button is held down determines the distance that the pass will travel. To direct the pass, push the left analog stick in the required direction before releasing the ◉ button.

MARKING

Players will not automatically take a mark unless they are in the open. To attempt a contested mark, take position where the ball is going to land and press the ⊗ button. The player will play on after taking a mark if immediately directed to move with the left analog stick. Otherwise, a set shot can be taken.

SPECCIES

To attempt a speccie, press the ⊗ button and the R1 button simultaneously when approaching an opponent contesting a mark.

PUNCH

To attempt to punch the ball at any marking contest, press the ◉ button.

EVADING TACKLES

Press the △ button when controlling the player in possession to break a tackle. This can help evade pursuing opponents. When an opponent attempts a tackle, press the △ button just as the tackle begins to try and break the tackle.

SPRINTING

Hold the L1 button to sprint. When a player's stamina bar drops to zero they can no longer sprint. Whilst sprinting the player will not bounce the ball and may be penalised for "running too far".

SET KICKS

After a mark is taken, a free kick is awarded or a behind is scored by the opposition, a set kick can be taken. The length of the kick is determined by the length of time the ⊗ button is held down. Alternatively, press the L1 button to play on.

Free kicks can be awarded for pushing a player in the back, tackling a player too late, bumping a player off the ball, kicking the ball out of bounds on the full, holding the ball, running too far, running across the mark or infringing at the centre square bounce. 50 metre penalties can also be awarded in certain instances.

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Player profiles courtesy of AFL Publishing
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IT Manager	Bill Dixon

"Got You On My Radar"
Performed by PEABODY
Written by Chamie/Brayovic/Trewin (Ivy League Music/Mushroom Music Publishing)
Courtesy of NonZero/Shock Records
Taken from the PEABODY album "The New Violence"

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